

University of Groningen

## Improving delirium education: the role of experiential learning in a serious game

Buijs-Spanjers, Kiki

DOI:  
[10.33612/diss.126540538](https://doi.org/10.33612/diss.126540538)

**IMPORTANT NOTE:** You are advised to consult the publisher's version (publisher's PDF) if you wish to cite from it. Please check the document version below.

*Document Version*  
Publisher's PDF, also known as Version of record

*Publication date:*  
2020

[Link to publication in University of Groningen/UMCG research database](#)

*Citation for published version (APA):*  
Buijs-Spanjers, K. (2020). *Improving delirium education: the role of experiential learning in a serious game*. [Thesis fully internal (DIV), University of Groningen]. <https://doi.org/10.33612/diss.126540538>

### Copyright

Other than for strictly personal use, it is not permitted to download or to forward/distribute the text or part of it without the consent of the author(s) and/or copyright holder(s), unless the work is under an open content license (like Creative Commons).

The publication may also be distributed here under the terms of Article 25fa of the Dutch Copyright Act, indicated by the "Taverne" license. More information can be found on the University of Groningen website: <https://www.rug.nl/library/open-access/self-archiving-pure/taverne-amendment>.

### Take-down policy

If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.

Downloaded from the University of Groningen/UMCG research database (Pure): <http://www.rug.nl/research/portal>. For technical reasons the number of authors shown on this cover page is limited to 10 maximum.



university of  
 groningen

# Improving delirium education: the role of experiential learning in a serious game

## PhD thesis

ter verkrijging van de graad van doctor aan de  
Rijksuniversiteit Groningen  
op gezag van de  
rector magnificus prof. dr. C. Wijmenga  
en volgens besluit van het College voor Promoties.

De openbare verdediging zal plaatsvinden op

donderdag 11 juni 2020 om 11.00 uur

door

### ISBN

978-94-034-2730-0

### Design/lay-out

Promotie In Zicht ([www.promotie-inzicht.nl](http://www.promotie-inzicht.nl))

### Print

Ipskamp Printing

© K.R. Spanjers, 2020

All rights are reserved. No part of this book may be reproduced, distributed, stored in a retrieval system,  
or transmitted in any form or by any means, without prior written permission of the author.

**Kiki Rodinde Spanjers**

geboren op 28 mei 1990  
te Wageningen

**Promotores**

Prof. dr. S.E.J.A. de Rooij

Prof. dr. A.D.C. Jaarsma

**Copromotor**

Dr. F. Cnossen

**Beoordelingscommissie**

Prof. dr. J.P.E.N. Pierie

Prof. dr. B.C. van Munster

Prof. dr. M.P. Schijven

**Table of content**

<b>Chapter 1</b>	General Introduction	7
<b>Chapter 2</b>	A Web-Based Serious Game on Delirium as an Educational Intervention for Medical Students: Randomized Controlled Trial	25
<b>Chapter 3</b>	The effect of a serious game on delirium on nursing students' care advice and perceived self-efficacy: a before-after design	41
<b>Chapter 4</b>	Dark Play of Serious Games: Effectiveness and Features	53
<b>Chapter 5</b>	Normal Play or Dark Play in a Serious Game for Medical Students: Differences in Students Characteristics, Play Strategy, and Learning Experiences	67
<b>Chapter 6</b>	The influence of a serious game's narrative on students' attitudes and learning experiences regarding delirium: an interview study	83
<b>Chapter 7</b>	General Discussion	103
<b>Chapter 8</b>	Summary	125
<b>Chapter 9</b>	Nederlandse samenvatting	137
	Biography	143
	Dankwoord	145
	Previous dissertations	147